INDIANA JONES and the TEMPLE OF DOOM™

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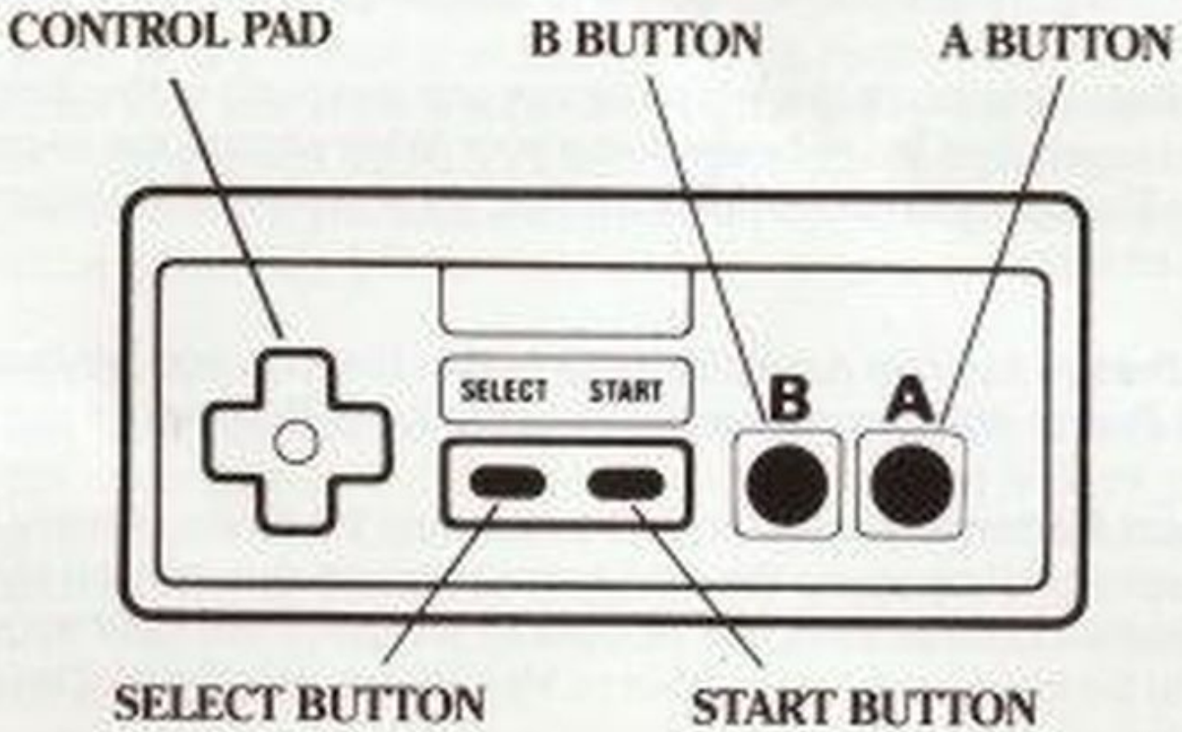
THE GAME

While on an archaeological expedition in India, Indiana Jones stumbles across the remote village of Mayapore. Following the theft of the powerful Sankara Stone which once protected the village and its people, the town lies in ruin and its children have mysteriously disappeared. Indy discovers the enslaved children in the evil Pankot Palace, the home of the Maharajah. Mola Ram, the ruthless High Priest, has forced the children to mine for precious gems and the other missing Sankara Stones. Indy's adventure begins as he enters the palace to free the missing children and recover the Sankara Stones, defeating Mola Ram and his evil Thuggee guards.

CONTROL FUNCTIONS



When the Title Screen appears, press the **Start Button**. After Indy walks across to the mine entrance on the right, press the **Select Button** to begin the game.

Use the **Control Pad** to move Indy up, down, left and right. Move through the caverns by climbing up and down ladders, sliding down chutes, using the conveyor belts, or jumping from ledge to ledge. Walk on conveyor belts in the mines or jump into mine cars. Watch out for missing tracks and lava pools; tilt the car to the left or right to change tracks, and switch cars or jump out if necessary.

When the game begins, Indy has only his Whip for a weapon. Swords and Guns are provided by freed Slave Children; TNT is found in small caves which can be opened with a Sword. Hold down the **Control Pad** while pressing the **Select Button** to choose another weapon you have acquired: left for the Gun, right for the Sword, up for TNT down for the Whip. (If another weapon is in use, it appears beneath the timer.)

Press the **A Button** to crack the Whip (or use any weapon) in the direction you are facing. Swing across to another ledge by wrapping your Whip around the swing post. Use your Whip to stun Thuggee guards and bats, and get rid of snakes and spiders. Use other weapons to defeat all attackers.

Press the **B Button** to jump down. To jump in the direction you are facing, hold down the **Control Pad** in that direction while pressing the **B Button**.

Press the **Start Button** to pause the game and view the Status Screen. You will be shown the time remaining, your score, the next score at which you earn an extra life (an extra life is awarded every 15,000 points), the number of weapons you have acquired, the number of Children to be freed, and the number of Map Pieces remaining. Press **Start** again to resume play.

To pause a game on the action screen, press the A Button on Control 2; press the B Button on Control 2 to continue.

After losing your last life, the program will return you to the Title Screen. To re-start the game on the last Wave you had reached, hold down the **A Button** while pressing **Select** to begin the game.

PLAYING THE GAME

The Temple of Doom is made up of 12 Waves, or levels. To complete your mission you must fight your way to the secret Chamber of Kali (Wave 9), recover the missing Sankara Stones, locate the hidden exit, and cross a rope bridge guarded by the terrible Mola Ram himself. Earn points by freeing Slave Children, collecting prizes, and defeating your opponents. You begin the game with 5 lives; if you lose all 5 lives and opt to re-start the game at the current Wave, you will be given only 4 lives.

If you lose all your lives on Waves 1-9, you may re-start the game with all your weapons and prizes intact on the last Wave you reached. Once you pass beyond the Chamber of Kali, you must complete the entire game without re-starting. If you run out of lives, you must re-start at the beginning of Wave 9 (the Chamber of Kali). The countdown timer at the top of the screen begins at 99, and decreases more quickly on some Waves than on others. If time runs out on ANY Wave, Mola Ram appears and you lose a life, as well as any weapons or prizes collected on that Wave.

Waves 1-8

These are the mines and caverns leading to the Chamber of Kali. Free all the trapped Children and collect as many weapons and prizes as you can. Waves 1 through 8 have two rooms each; you may move freely back and forth between the two rooms, rescuing Children and recovering weapons and prizes. Collect all the Map Pieces you can—they'll be needed at a later stage. If a Hat is recovered, Indy gets an extra life. Keys open locked doors that lead to the next Wave (each room's Key opens the other room's locked door). Jewels provide extra time. The further you get, the more enemies and pitfalls you will encounter.

The screen with the two mine entrances will appear every time you exit a Wave, or move between rooms on a Wave. It shows the current Wave number, your score, lives remaining, and sometimes a hint. If a hint appears, the screen will pause; press **Select** to begin the next sequence.

Secret Doors

Each room on Waves 1-8 has a Secret Door, hidden behind a cave wall, that can be revealed with TNT.

The Secret Doors on Waves 2, 3, 5, 7 and 8 lead to Secret Storerooms, the location of which changes from game to game. Secret Storerooms contain special prizes or caches of weapons.

The Secret Doors on Waves 1, 4 and 6 lead to Special Waves. The location of these Doors is always the same, and some freed Children will reveal Arrows pointing in their general direction. The Special Waves on levels 4 and 6 each has a Secret Storeroom, and cave doors that let you skip the next Wave.

The Secret Doors on Wave 1 lead to the Warp Wave, which allows you to advance rapidly to a number of higher Waves. The Warp Wave has many Secret Storerooms and cave doors; each cave door takes you to a different Wave.

Wave 9

This is the Chamber of Kali; you must cross the Lava River and retrieve the three sacred Sankara Stones which are guarded by the Statue of Kali. Stun the Lava Monsters to make a path across the river. Once you have recovered all three stones, a hidden door leading to the Map Room will open.

The Map Room

Upon completing Wave 9, you will enter the Map Room. Here you will see a map of one of the next six inter-connecting rooms that make up Wave 10. If you have not collected all 25 Map Pieces, you will not be able to see the whole map! The Secret Exit in Wave 10 is marked on the map with an "X." You may study the map for as long as you wish—press **Select** to exit the Map Room when you are ready to proceed to Wave 10.

Wave 10

Wave 10 is comprised of six inter-connecting rooms, one of which conceals the Secret Exit you were shown in the Map Room. Explore each room until you recognize the room with the Secret Exit; if you have acquired the Secret Idol hidden on Wave 7, the Idol will appear in front of the Exit to indicate its location. Use TNT to reveal the Secret Exit to Wave 11; if you do not have all three Sankara Stones, you will not be allowed to pass.

Wave 11

This is the Tube Wave, which takes you up and out of the dungeons of Kali. You must climb to the top and exit through the locked door; if you do not have all three Sankara Stones, the door will not open.

Wave 12

Wave 12 is the final Bridge Wave. Find the door to the rope bridge and make your way across, dodging arrows and the flaming hearts thrown by Mola Ram (the rope bridge can be broken with a Sword or TNT). You must reach Mola Ram and throw him off the bridge before he can escape; if you succeed, you'll find Willie and Short Round waiting to greet you...and your mission is complete!

THINGS TO LOOK FOR

Arrows to Secret Doors: Awarded by freed Slave Children. Point in the general direction of a Secret Door; reveal the Secret Door with TNT.

Carts: Found in the mines; Indy may jump into a cart to ride through the mines, and may jump out at any time. Indy can slow down or speed up a cart, and tilt it to either side to switch tracks at intersections. Watch out for missing tracks and lava pools! Carts may be empty, or may hold one or two Thuggees. Indy must get rid of the Thuggees before jumping into their cart; otherwise, he will be stunned and fall out. If there are two Thuggees in a cart, one may throw bombs that will stun Indy.

Caves: Small barricaded openings along paths and conveyor belts; use a Sword to open the cave and recover the TNT inside.

TNT: Use to get rid of enemies, reveal Secret Doors, solidify lava pools on paths and conveyor belts.

Guns: Awarded by freed Slave Children. Use to defeat enemies, shoot small skulls to reveal swing posts.

Hats: Awarded by freed Slave Children. If Indy recovers a Hat, he gets an extra life.

Jewels: Awarded by freed Slave Children. Give you extra time.

Keys: Awarded by freed Slave Children. Use Keys to open locked doors and gates. A Key will not work in the room where it is found; it must be used in the other room on that Wave. Only the Special Key may be transported between waves.

Large Skulls: Found in the caverns, and in the rooms after the Chamber of Kali. If Indy loses a life after recovering the Sankara Stones, they will be placed on three of the large skulls for safekeeping.

Map Pieces: Awarded by freed Slave Children. Collect all 25 to view the entire map in the Map Room. If you do not free any Slave Children on a Wave and use a Secret Door to skip ahead, you will be awarded ALL the Map Pieces for that Wave. If you free only some of the Children and use a Secret Door, you will not get ANY of the Map Pieces for that Wave.

Oil Drums: Can be whipped to form a barrier for carts—no cart can pass an active oil drum without crashing. Can be cleared with TNT.

Sacred Idol: Found in a hidden storeroom on Wave 8; shows the location of the Secret Exit in Wave 10.

Sankara Stones: Found at the statue in the Chamber of Kali; once all three are recovered, the Secret Door to the Map Room will open. You will need all three to open the locked doors in the following Waves. If Indy loses a life after recovering the Stones, they will be placed on the large skulls in that room.

Secret Doors: Rescued Children may sometimes point the way to Secret Doors hidden behind rock walls; reveal the Door with TNT. Secret Doors lead to Special Waves or Secret Storerooms.

Slave Children: When freed, they award Indy with weapons (Swords, Guns, or TNT) or prizes (Keys, Jewels, Map Pieces, Hats, or Arrows pointing to Secret Doors).

Small Skulls: Some reveal swing posts when shot with a Gun.

Smokepots: Used to control bats; when a smokepot is activated, bats cannot fly. Indy can activate a smokepot by hitting it with his Whip.

Swing Posts: If Indy cracks his Whip at a swing post and is able to wrap the Whip around the post, he will swing across to the other side.

Swords: Awarded by freed Slave Children. Use to defeat enemies, open caves containing TNT.

THINGS TO AVOID

Arrows: Thuggees begin shooting once Indy reaches the Rope Bridge; arrows stun Indy if they hit him. Can be eliminated by any weapon.

Bats: Repeatedly attack and stun Indy; can be stunned with the Whip or eliminated with other weapons.

Boulders: Hidden Thuggees will attempt to drop boulders onto Indy from above; they cannot be attacked in any way. Conveyor belts stop moving briefly when hit by a boulder.

Lava: Indy loses a life if he falls into a fiery lava pit. Some paths are blocked by lava pools, which can be jumped over, swung over, or solidified with TNT.

Lava Monsters: Can be attacked with any weapon except the Whip. Once stunned, they can be used as a path across the lava. In the Chamber of Kali, they are your only means of crossing the Lava River.

Mola Ram: The evil High Priest who has captured the Children and stolen the sacred Sankara Stones. If the countdown timer runs out, Mola Ram appears and you lose a life, as well as any weapons or prizes collected on that Wave.

Rats and Snakes: Attempt to drop from above to stun Indy. Can be eliminated with any weapon.

Spiders: Move randomly, and can stun Indy if they drop on him. Can be eliminated with any weapon.

Spikes: Move up and down. If Indy steps on one, he will lose a life. Can be removed with TNT, jumped over, or walked over when down; stun Thuggee guards.

Thuggee Guards: Numbers vary from Wave to Wave; they attempt to find and stun Indy. If they are stunned with Indy's Whip, they become Attacker Thuggees.

HINTS

1. To achieve the best score, you must free ALL the Slave Children.

2. Indy cannot use any weapon while on a ladder or in a chute; he MAY use weapons while falling, and while in a cart. However, you cannot tilt a cart and use a weapon at the same time. On some waves, you must select the Sword to successfully tilt mine carts over missing sections of track.

3. On Waves 1-8, you should concentrate on acquiring as many Map Pieces and weapons as possible (you can stockpile up to 99 of each weapon). You should also look for the Secret Storerooms that hold the Special Key (Wave 7) and the Sacred Idol (Wave 8). The Special Key may be transported between Waves and will open ANY locked door, but can be used only once. In the Chamber of Kali, it will open the locked door that leads to a shortcut to the island.

4. If you use a Secret Door to skip ahead and have not freed any Slave Children on that Wave, you will be awarded ALL the Map Pieces for that Wave. If you have freed only some of the Children, you will not get ANY of the Map Pieces for that Wave.

5. There is only one path across the Lava River in the Chamber of Kali; to locate the correct path, you must find where the greatest number of Lava Monsters are appearing. The location is randomly selected for each game.

6. When you reach the six inter-connecting rooms (Wave 10), you will be able to identify the room containing the Secret Exit by carefully matching the relative locations of large skulls, cave doors, and Children to those you were shown on the map. There are 24 potential locations for the Secret Exit; if you use the re-start option to return to the Chamber of Kali, the location of the Secret Exit will be changed.

7. If Indy loses a life after leaving the Chamber of Kali with the Sankara Stones, the Stones will be placed on the three large skulls in that room—do not leave the room until you have recovered all three Stones!

8. The cave door at the bottom of the Warp Wave (accessed in Wave 1) is difficult to reach, but leads all the way to the Chamber of Kali.

9. After you break the rope bridge on Wave 12, the Status Screen will appear. Press the **Start Button** to continue the game.

10. When you meet Willie and Shorty at the end of the game, Willie will "throw kisses" to you—score extra points by using your remaining weapons to "catch" the hearts.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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